

TO A BLOODY PULP
A SAVAGE WORLDS CAMPAIGN
GOTHAM CITY, 1934

GUN CATALOGUE

By David Nelson

TO A BLOODY PULP

THE BIG BOOK OF PULP ERA GUNS

Caliber: type of bullet (no game effect)

Range: short/medium/long expressed in inches on the tabletop

Damage: damage points scored; **AP:** armor piercing effect

ROF: number of shots that can be taken (-2 to hit if you take more than 1)

Auto-Select: this fully automatic weapon can be set to fire single shots as well.

Semi-Auto: semi-automatic that can make the double-tap action

Revolver: cannot make a double-tap

Bolt-Action: cannot make a double tap

Lever-Action: cannot make a double tap

Pump Action: cannot make a double tap

Double-Barreled: may fire both barrels in same turn, treat as Auto-fire, must reload next turn

Hi-Recoil: it requires a full turn to fire the weapon (no movement), usually set up on a bipod or tripod.

Encumbrance: the encumbrance level of the weapon, including 50 bullets (or more for an automatic weapon)

Vehicle Mount: must be mounted on a vehicle or emplacement or carried and assembled by a crew of 3 (or 2 really strong guys)

HW: counts as a Heavy Weapon, for attacking armored vehicles etc.

Snapfire Penalty: shooter suffers -2 to hit if he moves the same turn as firing

Min Str: the minimum strength score needed to fire the weapon

CONSUMABLES:

Some items are considered Consumable. They are marked with a star, the letter C and a number, for example: ***C-1**. The number means how many times the item may be used before returning the card to the GM. For example, a Flare Gun is marked ***C-6**, so after 6 shots, you are out of flares and must return the card. Most consumables, like grenades, are ***C-1** and can only be used once. Others like a sample kit or first aid kit, may seem to be consumable, but are easily refilled during downtime. Flame Throwers can be used 10 times, but then refilled between games.

SECTION 1: AMERICAN GUNS

Thompson Submachinegun (US)

Caliber: .45 ACP **Range:** 12/24/48

Damage: 2d6+1 **AP1**

ROF: 3 Auto-Select

Encumbrance 18



Browning Automatic Rifle (B.A.R) (US)

Caliber: .30 **Range:** 24/48/96

Damage: 2d8 **AP2**

ROF: 3 Auto-Select, Snapfire Pen

Encumbrance 25 **Min Str** 1d8



Colt 1911 (US)

Caliber: .45 ACP **Range:** 12/24/48

Damage: 2d6+1 **AP1**

ROF: 1 Semi-Auto

Encumbrance 8



M1919 Machinegun (US)

Caliber: .30 **Range:** 24/48/96

Damage: 2d8 **AP2**

ROF: 4 Hi-recoil

Encumbrance 40



M2 .50 Machinegun (US)

Caliber: .50 **Range:** 50/100/200

Damage: 2d10 **AP**4

ROF: 3 Vehicle Mount, HW

Encumbrance 90



Colt New Service Revolver (US)

Caliber: .45 **Range:** 12/24/48

Damage: 2d6+1 **AP**1

ROF: 1 Revolver

Encumbrance 7



Colt Police Positive Revolver(US)

Caliber: .32 **Range:** 10/20/40

Damage: 2d6 **AP**0

ROF: 1 Revolver

Encumbrance 3



Smith and Wesson Police(US)

Caliber: .38 special **Range:** 12/24/48

Damage: 2d6 **AP**1

ROF: 1 Revolver

Encumbrance 5



FN Vest Pocket (US)

Caliber: .25 Range: 6/12/24

Damage: 1d6+1 AP0

ROF: 1 Semi-Auto

Encumbrance 2



M1 Garand (US) prototypes only

Caliber: .30 Range: 24/48/96

Damage: 2d8 AP2

ROF: 1 Semi-Auto

Encumbrance 15 Min Str 1d6



Springfield M1903 Rifle (US)

Caliber: .30 Range: 24/48/96

Damage: 2d8 AP2

ROF: 1 Bolt-Action

Encumbrance 18 Min Str 1d6



Colt Peacemaker (US)

Caliber: .45 Range: 12/24/48

Damage: 2d6+1 AP0

ROF: 1 Revolver

Encumbrance 8



Remington M30 Hunting Rifle (US)

Caliber: .32 Rem **Range:** 24/48/96

Damage: 2d6+1 **AP**2

ROF: 1 **Bolt-Action**

Encumbrance 14 **Min Str** 1d6



Remington M8 Hunting Rifle (US)

Caliber: .25 Rem **Range:** 24/48/96

Damage: 2d6 **AP**0

ROF: 1 **Semi-Automatic**

Encumbrance 12 **Min Str** 1d6



Winchester M1892 Rifle (US)

Caliber: .32-20 **Range:** 24/48/96

Damage: 2d6+1 **AP**1

ROF: 1 **Lever-Action**

Encumbrance 13 **Min Str** 1d6



Winchester M1894 Carbine(US)

Caliber: .32-40 **Range:** 20/40/80

Damage: 2d6 **AP**1

ROF: 1 **Lever-Action**

Encumbrance 11 **Min Str** 1d6



Remington M11 Police Shotgun (US)**Caliber:** 12-gage **Range:** 12/24/48**Shot Damage:** 1d/2d/3d +2 shooting**Slugs:** 2d10 damage**ROF:** 1 Semi-Automatic**Encumbrance** 13 **AP** 0**Remington M31 Shotgun (US)****Caliber:** 12-gage **Range:** 12/24/48**Shot Damage:** 1d/2d/3d +2 shooting**Slugs:** 2d10 damage**ROF:** 1 Pump-Action**Encumbrance** 13 **AP** 0**Remington M32 Shotgun (US)****Caliber:** 12-gage **Range:** 12/24/48**Shot Damage:** 1d/2d/3d +2 shooting**Slugs:** 2d10 damage**ROF:** 1 Double-Barreled**Encumbrance** 11 **AP** 0**Sawed-Off Shotgun (US)****Caliber:** 12-gage **Range:** 5/10/20**Damage:** 1d/2d/3d +2 shooting**ROF:** 1 Double-Barreled**Encumbrance** 6 **AP** 0

SECTION 2: FOREIGN GUNS

Lee Enfield #4 Rifle (UK)

Caliber: .303 Range: 24/48/96

Damage: 2d8 AP2

ROF: 1 Bolt-Action

Encumbrance 17 Min Str 1d6



Webley Revolver (UK)

Caliber: .455 Range: 12/24/48

Damage: 2d6+1 AP2

ROF: 1 Revolver

Encumbrance 8



Vickers Machinegun (UK)

Caliber: .303 Range: 24/48/96

Damage: 3d6 AP2

ROF: 4 Hi-recoil

Encumbrance 43



Nitro Express Elephant Rifle (UK)

Caliber: .577 nitro Range: 30/60/120

Damage: 2d10 AP2

ROF: 1 Double Barreled

Encumbrance 20 Snapfire Penalty

Min Str 1d8



Lugar P08 (German)

Caliber: 9mm **Range:** 12/24/48

Damage: 2d6 **AP1**

ROF: 1 **Semi-Auto**

Encumbrance 7



KAR 98k Rifle (German)

Caliber: 7.92mm **Range:** 24/48/96

Damage: 2d8 **AP2**

ROF: 1 **Bolt-Action**

Encumbrance 16 **Min Str** 1d6



Steyr-Slothurn SMG (German)

Caliber: 9mm **Range:** 12/24/48

Damage: 2d6 **AP1**

ROF: 3 **Auto-Select**

Encumbrance 16



MG34 Machinegun (German)

Caliber: 7.92mm **Range:** 24/48/96

Damage: 3d6 **AP2**

ROF: 4 **Hi-recoil**

Encumbrance 38 **Min Str** 1d8



Nambu Pistol (Japanese)

Caliber: 8mm **Range:** 10/20/40

Damage: 2d6 **AP0**

ROF: 1 **Semi-automatic**

Encumbrance 3



Arisaka Rifle (Japanese)

Caliber: 6.5mm **Range:** 24/48/96

Damage: 2d6+1 **AP1**

ROF: 1 **Bolt-Action**

Encumbrance 14 **Min Str** 1d6



Moisin-Nagant Rifle (Russian)

Caliber: 7.65mm **Range:** 24/48/96

Damage: 2d8 **AP2**

ROF: 1 **Bolt-Action**

Encumbrance 18 **Min Str** 1d6



Tokarev Pistol (Russian)

Caliber: 7.62mm **Range:** 12/24/48

Damage: 2d6 **AP1**

ROF: 1 **Semi-Auto**

Encumbrance 7



SECTION 3: ACCESSORIES AND SPECIAL AMMUNITION

Telescopic Sight

Encumbrance 2

Effect: shooter who fires a rifle equipped with it gets +2 shooting, if he doesn't move the turn he shoots at Medium+ range.



Silencer

Encumbrance 1

Effect: Quiets the effect of a pistol



Detachable Shoulder Stock

Encumbrance +2

Effect: when attached to a pistol, and fired in 2 hands, add 2" to short range and 4" to medium range bands



Bipod

Encumbrance 2

Effect: added to a rifle, gives shooter a +1 to hit if he is prone and does not move. Reduces autofire penalty by 1 for machineguns or BAR ; takes 1 turn set up



Armor Piercing Pistol Bullets

Encumbrance 1

Effect: adds 1 to AP of pistol or submachine gun so equipped

***C-1** (used up when 1 on shooting roll comes up)



Armor Piercing Rifle Bullets

Encumbrance 2

Effect: adds 2 to AP of Rifle, BAR or Machine gun so equipped

***C-1** (used up when 1 on shooting roll comes up)



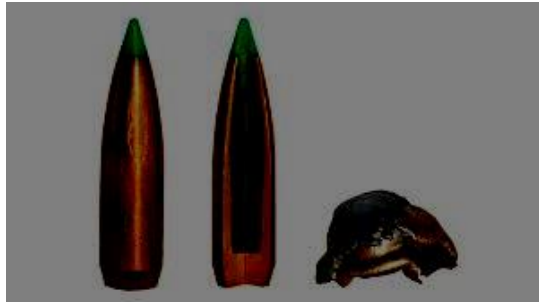
Dum-Dum Rifle Bullets

Encumbrance 2

Effect: adds 2 to damage of Rifle, BAR or Machine gun so equipped.

***C-1** (used up when 1 on shooting roll comes up)

Note: used for hunting and police (since they generally don't pass through target to hit others, banned for military use).



Dum-Dum Pistol Bullets

Encumbrance 1

Effect: adds 2 to damage of pistols or submachine guns so equipped

***C-1** (used up when 1 on shooting roll comes up)

Note: used for hunting and police (since they generally don't pass through target to hit others, banned for military use).



Experimental Pistol Bullets

Encumbrance 1

Effect: adds 3 to AP of pistol or submachine gun so equipped

***C-1** (used up when 1 on shooting roll comes up)



Experimental Rifle Bullets

Encumbrance 2

Effect: adds 3 to AP of Rifle, BAR or Machine gun so equipped, Makes them HW

***C-1** (used up when 1 on shooting roll comes up)



Explosive Rifle Bullets

Encumbrance 2

Effect: adds 1d8 to damage of Rifle, BAR or Machine gun so equipped.

***C-1** (used up when 1 on shooting roll comes up)



Explosive Pistol Bullets

Encumbrance 1

Effect: adds 1d6 to damage of pistols or submachine guns so equipped

***C-1** (used up when 1 on shooting roll comes up)



Mercy Pistol Bullets

Encumbrance 1

Effect: Must be used with called shot to the head, acts as a non-lethal attack

***C-1** (used up when 1 on shooting roll comes up)



Mercy Rifle Bullets

Encumbrance 2

Effect: Must be used with a called shot to the head, acts as a non-lethal attack, unless one of the damage dice aces/

***C-1** (used up when 1 on shooting roll comes up)



Silver Rifle Bullets

Encumbrance 2

Effect: -1 to shooting, -2 to damage, except vs. werewolves and maybe vampires)

***C-1** (used up when 1 on shooting roll comes up)



Silver Pistol Bullets

Encumbrance 1

Effect: -1 to shooting and -2 to damage, except vs. werewolves and maybe vampires)

***C-1** (used up when 1 on shooting roll comes up)



SUMMARY TABLES

Pistols

Type	Cali	Range	Damage	AP	ROF	Enc	Min St	Notes
Colt 1911	.45	12/24/48	2d6+1	1	1	8	--	S-A
Colt New Serv	.45	12/24/48	2d6+1	1	1	7	--	Revolver
Colt Police	.32	10/20/40	2d6	0	1	3	--	Revolver
S&W police	.38	12/24/48	2d6	1	1	5	--	Revolver
FN Vest Pocket	.25	6/12/24	1d6+1	0	1	2	--	S-A
Colt Peacemkr	.45	12/24/48	2d6+1	0	1	8	--	Revolver
Webley	.455	12/24/48	2d6+1	2	1	8	--	Revolver
Lugar	9mm	12/24/48	2d6	1	1	7	--	S-A
Nambu	8mm	10/20/40	2d6	0	1	3	--	S-A
Tokarev	7.62mm	12/24/48	2d6	1	1	7	--	S-A

Military Rifles

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes
M1 Garand	.30	24/48/96	2d8	2	1	15	1d6	S-A
Springfield	.30	24/48/96	2d8	2	1	18	1d6	Bolt-Act
Lee Enfield 4	.303	24/48/96	2d8	2	1	17	1d6	Bolt-Act
KAR 98	7.92	24/48/96	2d8	2	1	16	1d6	Bolt-Act
Arisaka	6.5	24/48/96	2d6+1	1	1	14	1d6	Bolt-Act
Moisin	7.65	24/48/96	2d8	2	1	18	1d6	Bolt-Act

Civilian Rifles

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes
Rem. M30	.32	24/48/96	2d6+1	1	1	14	1d6	Bolt-Act
Rem M8	.25	24/48/96	2d6	0	1	12	1d6	S-A
Win 1892	.32	24/48/96	2d6+1	1	1	13	1d6	Lever-Act
Win 1894	.32	20/40/80	2d6	0	1	11	1d6	Lever-Act
Nitro Expr.	577n	30/60/120	2d10	2	1-2	20	1d8	Dbl-Snap

Shotguns (shot gets +2 shooting 3d6/2d6/1d6 damage, Slugs get 2d10 damage)

Type	Cali	Range	Damage	AP	ROF	Enc	Min Str	Notes
M11 Police	12g	12/24/48	1-3 d6	0	1	13	--	S-A
M31-pump	12g	12/24/48	1-3 d6	0	1	13	--	Pump
M32-dbl bar	12g	12/24/48	1-3 d6	0	1	11	--	Dbl-Bar
Sawed-Off	12g	5/10/20	1-3 d6	0	1	6	--	Dbl-Bar

Automatic Weapons

Type	Cali	Range	Damage	AP	ROF	Enc	Min St	Notes
Thompson	.45	12/24/48	2d6+1	1	3	18	--	Auto-Select
B.A.R.	.30	24/48/96	2d8	2	3	25	1d8	A-S, Snap
M1919	.30	24/48/96	2d8	2	4	40	--	Hi-recoil
M2	.50	50/100/200	2d10	4	3	90	--	Veh, HW
Vickers	.303	24/48/96	3d6	2	4	43	--	Hi-recoil
Steyr SMG	9mm	12/24/48	2d6	1	3	16	--	Auto-select
MG34	7.92	24/48/96	3d6	2	4	38	1d8	Hi-recoil